## **CLAIMS**:

5

What is claimed is:

1. A method of processing an interruptible repeat instruction, comprising:

fetching a target instruction for repeated execution;

executing the target instruction a predetermined number of times; and

interrupting the executing during a processing exception to load a first instruction from an interrupt service routine into an instruction register for subsequent execution, the first instruction being determined without reference to a program counter.

The method according to claim 1, further comprising:
fetching a repeat instruction that determines the target instruction for repeated execution.

- 3. The method according to claim 2, wherein the repeat instruction includes a loop count value that determines the predetermined number of times the target instruction is executed.
- 4. The method according to claim 2, wherein the repeat instruction includes an address specifying a memory location that includes a loop count value for determining the predetermined number of times the target instruction is executed.
- 5. The method according to claim 1, further comprising: setting a repeat flag.
  - 6. The method according to claim 5, further comprising:

5

100

JULL

: [] []

ځد 15

1

20

continuing the executing after the interrupting when the repeat flag is set.

- 7. The method according to claim 6, wherein the executing continues after the interrupting when the repeat flag is set without re-fetching the target instruction.
- 8. The method according to claim 1, further comprising resetting the repeat flag after executing the target instruction the predetermined number of times.
- 9. A processor including interruptible repeat instruction processing, comprising:
- a program memory for storing instructions including a repeat instruction and a target instruction;
  - a program counter for identifying current instructions for processing:
- a loop control unit for executing the repeat instruction to a) store and change a loop count value in a repeat count register and b) prevent an instruction after the target instruction from being fetched until the loop count value reaches or exceeds a predetermined value; and

an execution unit for repeatedly executing the target instruction until the loop count value reaches or crosses the predetermined value;

wherein the executing may be interrupted during a processing exception to load a first instruction from an interrupt service routine into an instruction register for subsequent execution, the first instruction being determined without reference to a program counter.

10. The processor according to claim 9, wherein the repeat instruction itself includes the loop count value.

- 11. The processor according to claim 9, wherein the repeat instruction includes an address specifying a memory location that includes the loop count value.
- 12. The processor according to claim 10, further comprising:
- 5 a status register;

ı

j=4 15

=

20

- wherein the loop unit further sets a repeat flag within the status register during repeat instruction processing.
- 13. The processor according to claim 12, wherein the execution unit continues to repeatedly execute the target instruction after the interrupt when the repeat flag is set.
- 14. The processor according to claim 12, wherein the loop control unit resets the repeat flag after the loop count value reaches the predetermined value.
- 15. The processor according to claim 9, wherein the loop control unit changes the loop count value by decrementing it.
- 16. The processor according to claim 9, wherein the loop control unit changes the loop count value by incrementing it.
- 17. The processor according to claim 9, wherein the predetermined value is zero.
- 18. The processor according to claim 9, wherein the predetermined value is not zero.